

# Dynamic ZZstructure -- Quantum Hyperspace™

Trademarked in USA as **ZigZag®**. U.S. Patent no. [6,262,736](#).

## **A new kind of software for database, visualization, programming and all other purposes.**

Computers are born free, yet everywhere they are in chains. Able to represent any imaginable construct, the computer has instead been lowered to simulating hierarchy and paper (today's interfaces and applications).

The real universe is connected every whichway, yet for the computer we force it into simple hierarchies. This is simply wrong.

ZZstructure (trademarked in the USA as ZigZag®) is an alternative system of constructs designed as building blocks for a new computer world-- without files, hierarchy or applications, but far easier to use-- offering simple exploration, casual database, and far easier programmability.

## **THE SIMPLE STRUCTURE-- a new principled cosmology**

ZZstructure consists of CRISSCROSSED LISTS in AS MANY DIMENSIONS AS YOU LIKE. Connections are represented by the intersections of these lists. That's all there is, but it offers a lot--

- built-in default interface, in rows and columns
- interchangeable views, since all data is the same
- deep 9-key interaction for cellphones and game controllers

ZigZag software is Ted Nelson's personal design, extending this to both a user-level system for all purposes and a kind of Stealth OS, with its own files and directory structures. ZigZag structures should therefore be safe from the naming conventions and crashes of both Windows and Macintosh.

## **ND GRAPHICS (not yet demonstrable)**

ZigZag software is also intended for continuous high-power visualizations-- allowing multidimensional morphing of both individual objects and the viewing space (MorphableND™). That's because we know where to put the extra coordinates, whereas ordinary graphics software stops at 3.

ZZstructure projects are presently underway in the USA, United Kingdom, Finland, Japan and Australia.

**WE ARE LOOKING FOR BACKING AND A FEW GOOD PEOPLE.**

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